ENTERPRISE

FUNCTION 7
FUNCTION 8
ENTERPRISE
HOLD
STOP
ERASE
DELETE
ENTER
INS
ALT

SETTING UP GUIDE

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WHICH BIT DO I CONNECT TO WHAT?

This booklet will tell you how to put the computer system together and make sure it is working properly. It will also show you how to use a cassette and a cartridge. The other book will teach you how to use the word processor and provide you with all the information you need to use the method of programming called Basic.

If you have never used a computer before, please don't skip this book even if you think you know what to do. Though you think it's all easy, you may do something wrong and get confused (although you won't harm the computer unless you're very clumsy).

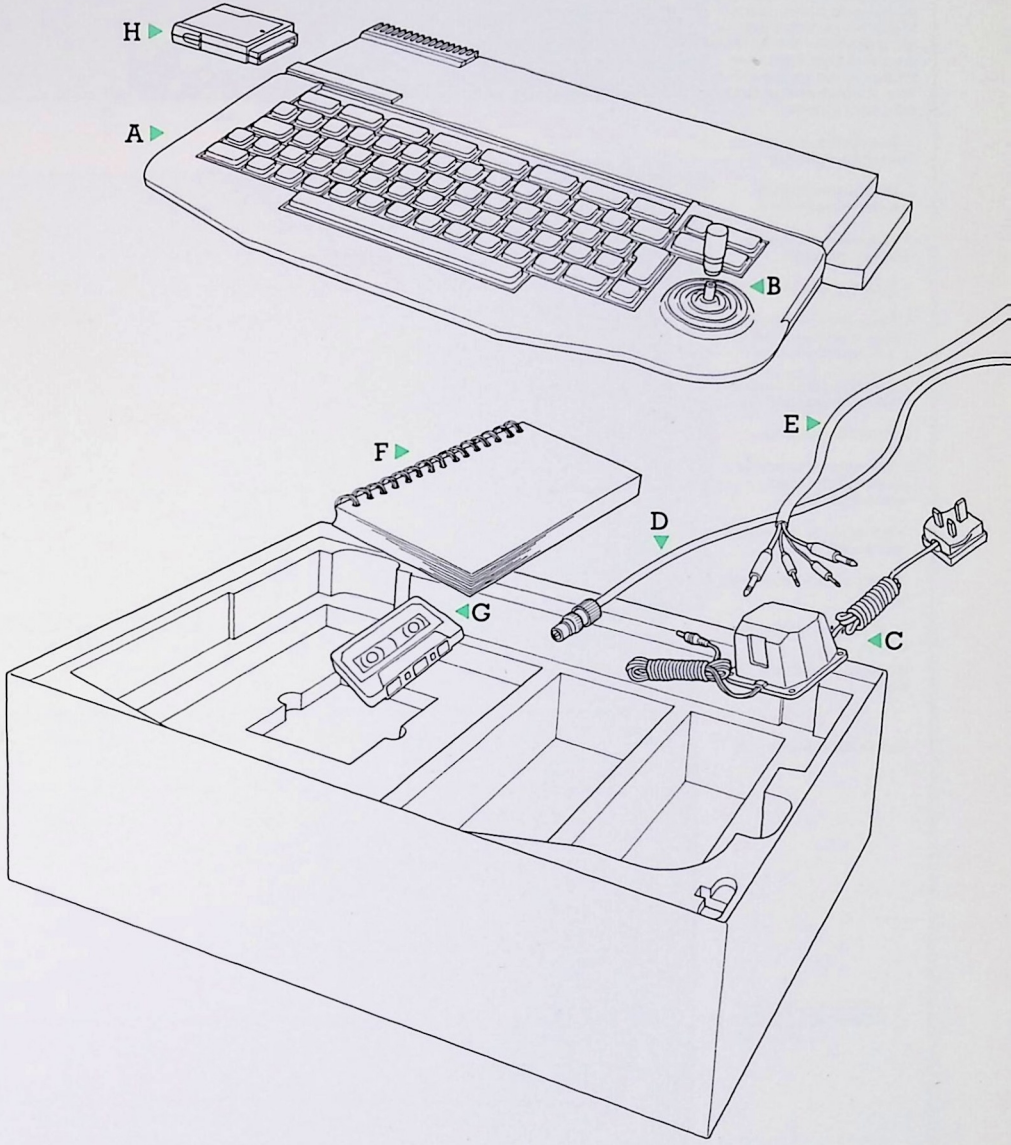
Before you get too enthusiastic, take a few minutes to look at what's in the packaging and become familiar with all the bits.

You should have:

A The computer
B A joystick lever
C A power supply
D A television connection lead
E A cassette connection lead
F Another book besides this one
G A cassette
H A cartridge

... and some other papers about maintenance and guarantees. Among these is a registration card. This keeps you in touch with all the latest programs and extra bits of equipment for the Enterprise, and all you need to do is to fill it in with your name and address and post it.

If you are to begin using the programs on cassette straight away, you will need a tape recorder as well as everything in the packaging as shown opposite.


H
A
B
E
F
D
G
C

THE ENTERPRISE

All the parts of the Enterprise computer work together to make this machine one of a new generation of home computers. The machine can be expanded through its expansion port to enable it to perform bigger computing tasks. The Enterprise can talk to other Enterprises through its 'net' and control all sorts of add-on devices through the control sockets.

1. Reset button, puts you back to the beginning

2. Using a special cable, a printer connects here

3. This is where a cassette recorder connects

4. Plug in monitor or hi-fi

5. These two sockets allow control of extra peripherals or are used by joysticks

6. Connect to other computers or special equipment here

7. Plug in headphones

8. This socket connects the computer to the aerial socket of the TV

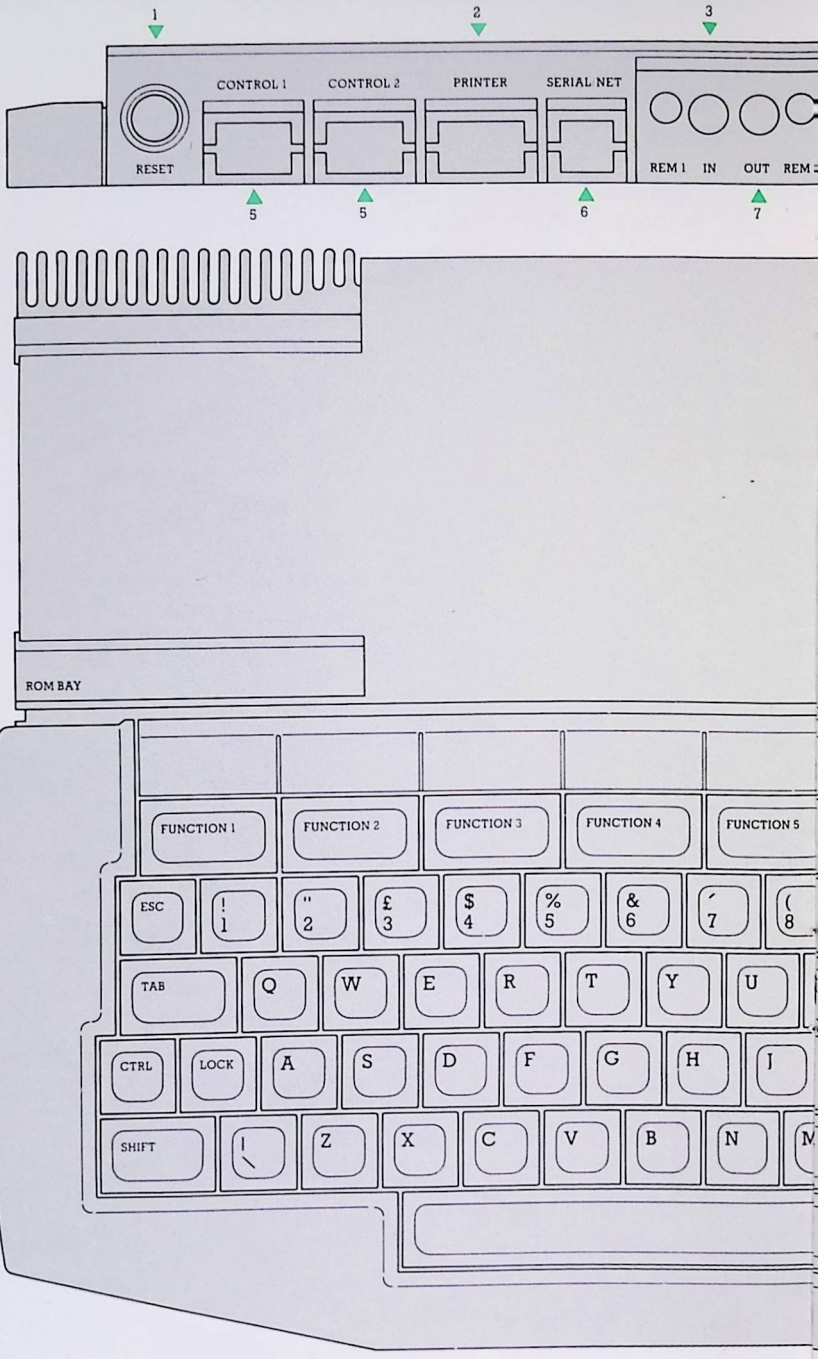
9. Slot only used by countries with non-UHF TVs

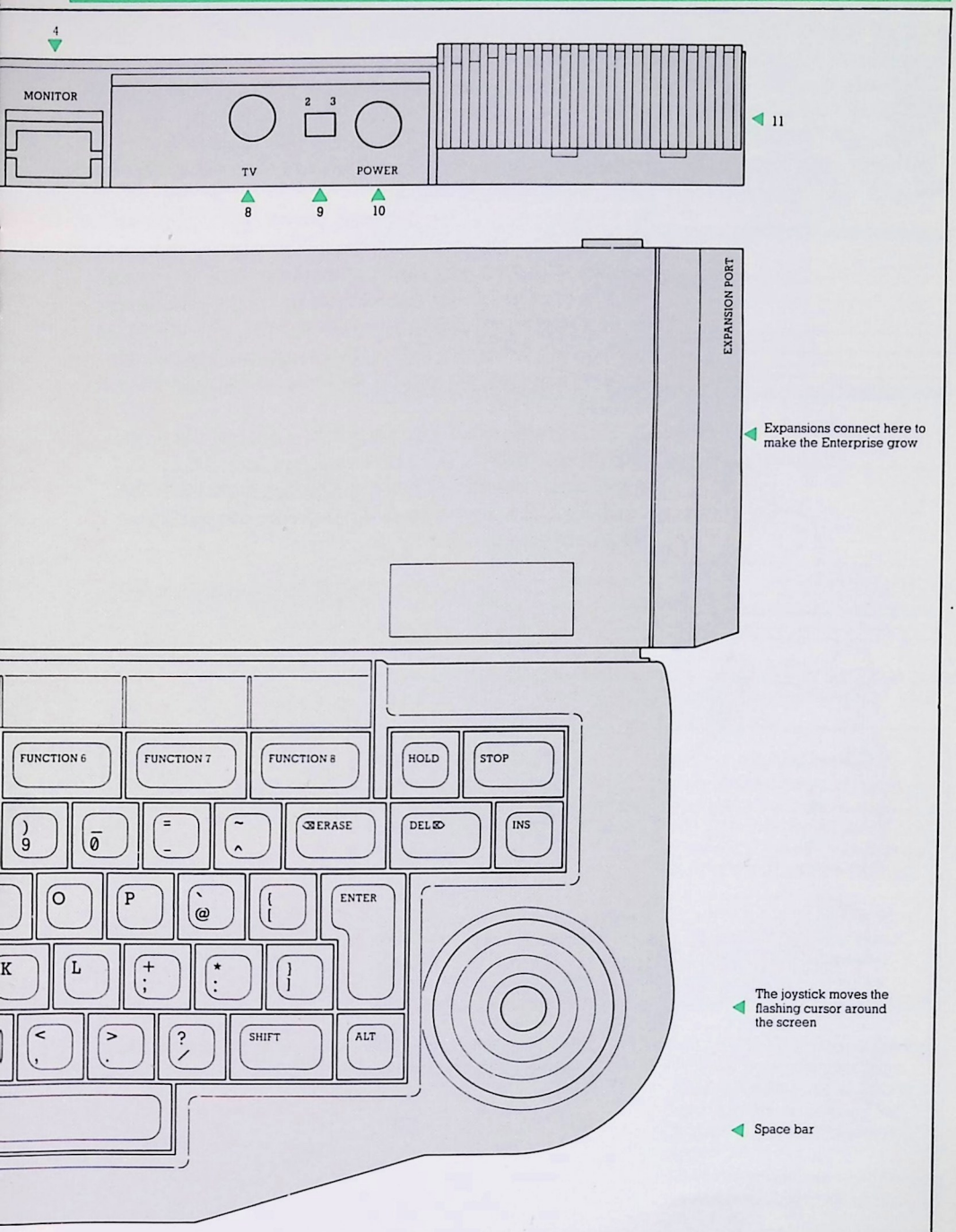
10. Plug in low-voltage power lead here

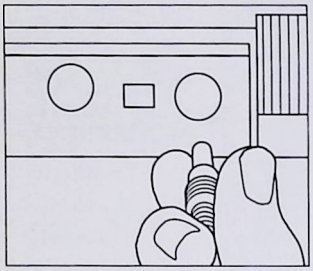
11. Program cartridges plug in here

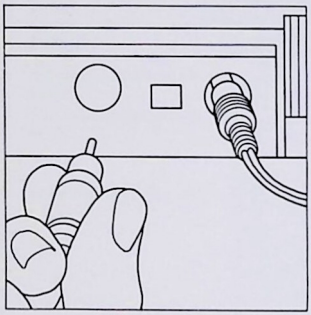
Holder for function key labels ▶

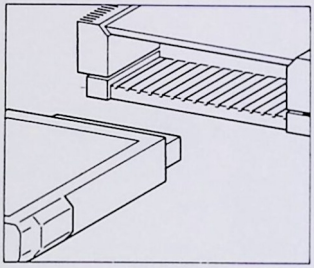
Special function keys ▶




4
MONITOR
2
3
TV
POWER
11
8
9
10
EXPANSION PORT
Expansions connect here to make the Enterprise grow
FUNCTION 6
FUNCTION 7
FUNCTION 8
HOLD
STOP
ERASE
DEL
INS
ENTER
SHIFT
ALT
The joystick moves the flashing cursor around the screen
Space bar







Now down to the real stuff. Here's the rough order in which it's best to put everything together.

- Take the joystick lever and push it on to the joystick stalk on the right-hand side of the keyboard.
- Connect the small plug on the thin lead from the power supply to the socket marked 'power' at the back of the computer on the left.
- Plug the end of the TV lead which has a plug with a long pin into the socket marked 'TV' next to the power supply. Plug the other end of this lead into the aerial socket of your TV (instead of the normal aerial lead).
- Plug the cartridge labelled IS-BASIC into the ROM BAY on the left-hand side of the machine. Make sure it's in properly (you should feel it snap into place quite easily).
- Switch on the TV and plug the Enterprise's power supply into the mains. The small red light above the keyboard will come on. Then the computer will test itself for a few seconds, before giving the message shown opposite.

TUNING IN THE TV

You are now all connected up. The next thing you have to do is tune in the TV so that it will pick up the signals being sent out from the computer. Choose a channel which you do not normally use (if you have a TV which tells you the number of the channel you are using, the best channel is usually number 36). Turn the knob until you see a picture similar to the following:

ENTERPRISE

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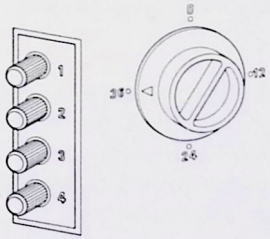
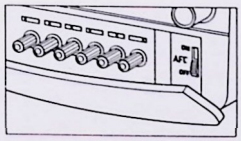
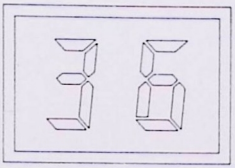
Then press any key on the keyboard. After that, you will be able to start giving the computer instructions.

DIFFERENT TYPES OF TUNING CONTROLS

CONTROL	INFORMATION	METHOD
	Single tuning dial; similar to radio tuning.	Turn dial slowly until you get a clear picture. Usually near channel 36.
	Four buttons; channel selected by pressing the right button. Tuning done by rotating knob after it's been pressed.	Pick a channel, select it, then rotate the knob until you get a picture. Rotate in the opposite direction if one direction doesn't work after five or six complete turns.
	Remote control (1); channel select but not tuning with remote control pad. Can also select a channel with 'prog' buttons.	Open the panel at the front or side of your TV. Select channel 7 or 8. Turn the corresponding knob as above until picture appears.
Above (or similar) plus 	Remote control (2); with digital indicator panel.	The digital indicator tells you what channel you're on. Channel selection is either with remote control or by pressing buttons inside the panel. Tune by pressing '+' or '–' knobs until channel 36 is selected.

If in any doubt, consult television instruction manual or TV dealer.

If the TV is not properly tuned in, the display on the screen may look a bit wobbly. The letters might have 'ghost' images of themselves behind them. The picture might be lopsided or 'snowy'. The display might also jiggle up and down or from side to side a little.

If you do have problems with the display, correcting this is usually very easy. All you need to do is to fiddle about with the tuning knob carefully until you have the best picture. Remember this can be very fine and if you turn the knob too far your TV will be way off the right frequency.

Your TV may have an AFC or AFT button which helps to keep it in tune. You may find it best to turn off this button when tuning, but it should be turned on again when you have the TV correctly tuned.

Other problems you might encounter are in a table on page 17 of this booklet.

If you have a spare channel on your TV, it will save time in future if you reserve it for use with the computer alone. Then you will only need to select this channel each time you use the computer.

That is all you should need to know to put your system together. If you have trouble tuning in, be patient. Tuning in for the first time may take a little trial and error. When you have done it all once, you will find it easy to do it again.

CONNECTING THE CASSETTE RECORDER

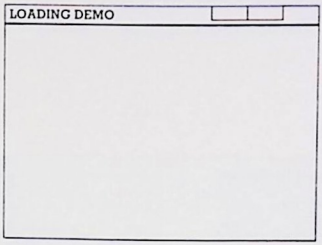
The cassette lead supplied with the Enterprise has four plugs on each end of it. Insert one of the larger plugs into the socket marked 'IN' at the back of the computer. Put the plug on the opposite end of the lead into the socket marked 'EAR' on your cassette recorder (this should be either at the side or at the front). Now put one of the smaller plugs into the REM 1 socket at the back of the computer. Plug the opposite end of this into the small remote control (REM) socket of your cassette recorder if your recorder has one. The rest of the plugs can be left loose for now.

USING PROGRAMS

Now you've bought your computer you are possibly wondering exactly what to do with it first. You may not be able to write programs yourself yet, but there are many available in the shops for you to choose from.

There's also a cassette with the computer. Using this is very easy. Please try it out because it is there to introduce you to your new computer. It contains a teaching program (to help you learn how to use the Enterprise), some games and a few other programs which demonstrate the features of the computer.

LOADING THE DEMONSTRATION CASSETTE



Put the demonstration cassette into the cassette recorder and make sure it's wound back to the beginning of that side. If Rewind is not working now, it may have been switched off from the computer by remote control. Press the key marked FUNCTION 4 (REMOTE 1) to release this.

Press the START key, marked FUNCTION 1 on the keyboard, and start the tape playing as if you wanted to listen to it.

You should, after a few seconds, see the message 'SEARCHING...' which will quickly be replaced by 'LOADING DEMO' at the top of the screen. When the program is loaded it will work automatically under control of the computer.

To help you set the correct volume, a little band will appear at the top of the screen. It will be either green or red or it will flash between the two colours. If it is flashing, don't worry.

If it is red, turn the volume control DOWN SLOWLY until the band flashes or is green.

DEMO

Demo is the name of the demonstration program on the cassette supplied. Every program supplied on cassette has a name which the computer will find and put on the screen to let you know what it's doing.

REMOTE CONTROL

The REM1 and REM2 sockets at the back of the computer allow the machine to control the cassette recorder itself. If your cassette recorder has a remote control input, the Enterprise will stop and start the tape whenever necessary.

THE KEYBOARD

Controlling the computer is mostly done through the keyboard. This is all you need to know about the keyboard to load programs from cassette.

- You can type spaces using the space bar at the front of the keyboard.
- If you hold a key down the letter will appear repeatedly until you release the key.
- If you need to use capital letters or the symbols which appear above the number keys, press the key marked SHIFT and, at the same time, press the key you want.
- FUNCTION keys make the entry of some commands easier. For example, the START key (FUNCTION 1) will use the first program on cassette. The REMOTE 1 key (FUNCTION 4) will turn on the remote switch on

THE FUNCTION KEYS: These keys allow you to give several instructions to the computer with only one key press. They come with pre-defined functions, but you can change these if you wish.

ESC: The 'escape' key. Many programs work 'nested' within other programs — this key generally takes you back to the next outer level of program.

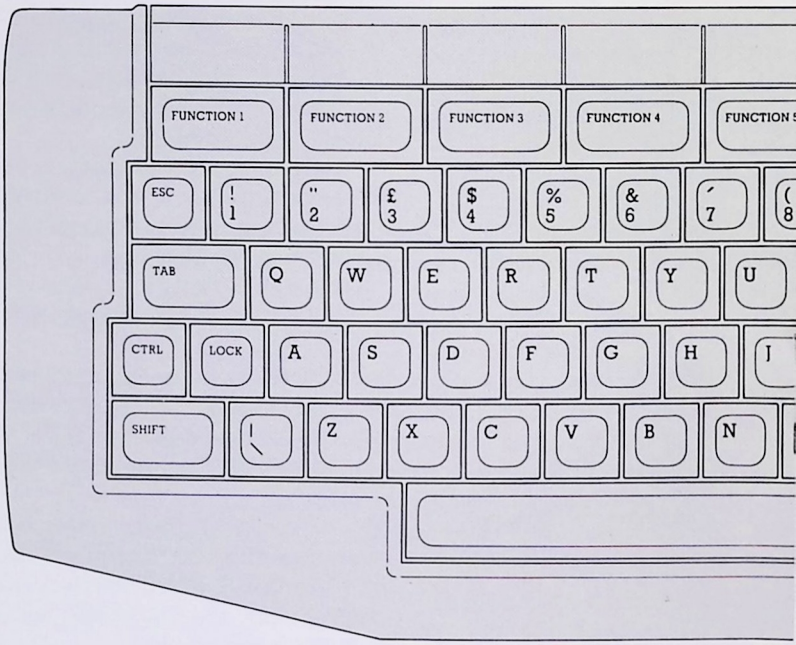
TAB: Using CTRL and function key 3, you can set up 'columns' on the screen for aligning text. This key jumps from column to column.

CTRL: Use this key along with other keys to control the computer. It produces special control codes which are explained in the guide.

LOCK: If this key is pressed in conjunction with CTRL, a series of capital letters can be typed. Press LOCK to return to normal typing. See also ALT and SHIFT.

SHIFT: With a letter key, SHIFT will give a capital letter. With keys with two symbols on them, SHIFT allows you to type the top symbol (eg number keys with $, &, * etc above them).

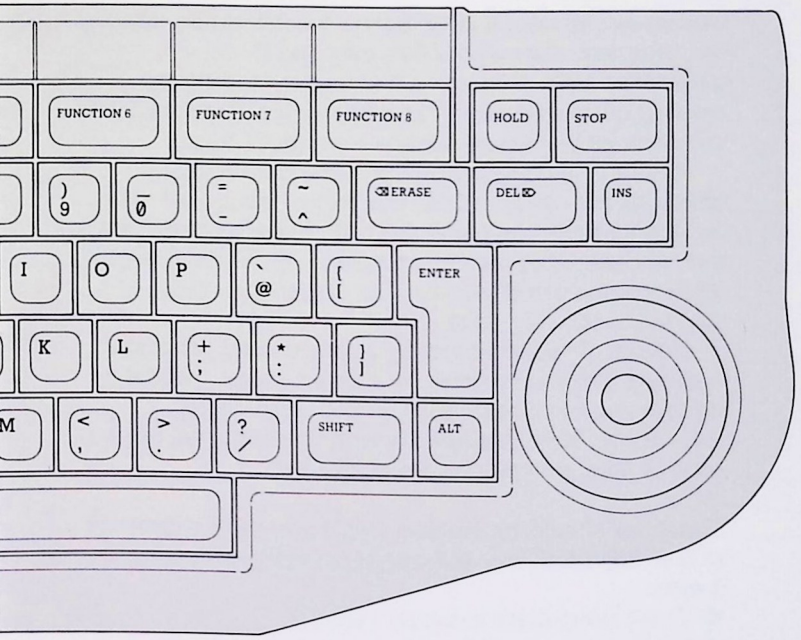
LETTER/NUMBER KEYS: Pressing these will put the character on the key onto the screen. Notice also the special characters, |, \, [and] (among others). These have special programming uses. All these keys do slightly different things with SHIFT and some work with CTRL as well.



Full details of the use of the keys are given

the cassette player to allow you to rewind.

- The key marked 'LOCK', when pressed with CTRL, makes all letters appear as capitals until pressed again. It doesn't affect the symbols above the number keys—you have to press 'SHIFT' together with LOCK to type a long list of these symbols.
- The ENTER key: The computer doesn't normally understand what you type letter by letter. Instead, you type in any commands you use all at once and then press ENTER to tell the computer to go ahead.
- The ERASE key: Mistakes can be erased by moving the cursor backwards using this key.
- The JOYSTICK—This will move the flashing cursor all over the screen—try it! The cursor tells you where your next letters will appear when you type them.



HOLD: Freezes a program. Re-press to carry on.

STOP: Stops a program running until you type CONTINUE or RUN.

ERASE: Rubs out the last character you have entered.

DEL: Used to delete characters in your text. Both ERASE and DEL can remove larger blocks of characters when used with CTRL or SHIFT.

INS: Normally, the letters you type will 'overwrite' any characters that were there before. This key with CTRL will put you into 'insert' mode — then the new characters will not destroy the old ones. Pressing INS by itself inserts one character space.

ENTER: This key enters whatever you have just typed — in particular a program line or immediate mode ' command. In Word Processing mode ENTER puts the cursor onto the next line to begin a new paragraph.

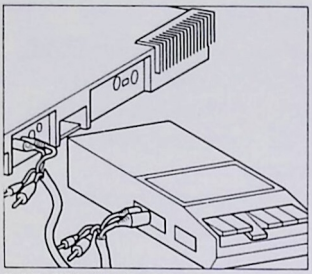
ALT: This key is used to produce alternative characters when used in conjunction with the letter keys. It can be used with LOCK if a series of special characters is required.

SPACE BAR: Press this to type spaces!

THE JOYSTICK: Pushing this in one of eight directions will move the cursor around the screen.

in the Enterprise Programming Guide

USING A CASSETTE RECORDER



You already know that you can use an ordinary cassette recorder to put programs inside the computer's memory (loading). You can also copy programs from the computer's memory onto cassette for later use (saving). These are not special cassettes; ordinary good quality audio cassettes will work perfectly. The programming guide explains how to save your own programs on cassette.

MACHINE CODE

When you have bought a program on cassette or in a little box called a cartridge, and are using it on the computer, you will often find that the keys do not work in their usual way. A likely reason for this is that the program is in MACHINE CODE, which is the computer's own language, and is not using the normal Basic language.

Do not be surprised if a program you buy makes the computer work differently. Consult the instructions which come with the program if you have any queries.

PROBLEMS WITH LOADING

Cassettes can take a long time to finish loading. Really big programs take about five minutes. If you are getting the right display on the screen (see demo loading details on page 11), don't worry. The computer will soon let you know if there's anything wrong.

If you're having problems loading a program, check all the obvious things as well—leads (are they secure and are you using the right ones?); plugs; check that you are using the right cassette; the right side (not all programs are duplicated on the reverse side) and the right end of the tape.

Lastly, if you are loading a commercial program —or any program written by someone else—make certain you have read any loading instructions thoroughly. Most cassettes bought in shops will tell you exactly what to type into the computer.

LOOKING AFTER CASSETTES

Cassettes should be treated with some care if they are to last; this list of dos and don'ts is really just common sense.

- Don't leave them in bright sunlight
- Don't get them wet
- Don't get them dusty
- Don't touch the tape with your fingers
- Don't leave them near other electrical apparatus

which might affect them magnetically.

- Clean the heads on your tape recorder regularly. You can buy kits to do this from record shops.
- Put cassettes in their covers after use

USING CARTRIDGES

A cartridge is much easier to use than a cassette. It's just a little box with what computer freaks call an *edge connector* at one end. This is a piece of plastic with lines of metal on it, to connect the main computer with the chips inside the cartridge.

The IS-BASIC cartridge, which comes ready supplied with your computer, enables you to write programs as described in the Programming Guide. Other cartridges that you can buy contain programs ready to run.

To use a program on cartridge, simply insert the cartridge into the ROM BAY, then twice press the RESET button at the back of the machine. The program in the cartridge will run automatically. When you want to stop using the cartridge, just unplug it from the computer and press RESET again. You can then plug in other cartridges, use cassettes or do whatever else you want.

That's all there is to it!

Without any cartridge plugged in, the computer can be used for word processing. See the Programming Guide for details of this.

PROBLEMS

MISTAKES

If you enter something wrongly, the computer will tell you what is wrong. All you should need to do is to retype carefully whatever you want to enter—and make certain it is something the computer will understand. Should you get really confused and want to start again, press the RESET button at the back of the computer.

Don't worry about harming the computer by pressing the wrong key—it won't fall apart just because it doesn't understand you! In fact, play around with the keyboard and see what you can find out for yourself. The worst thing that will happen is for you and your computer to get slightly at cross purposes with each other. Then a quick look in the manuals will help you sort out your differences.

DIAGNOSTIC TABLE—OPERATOR'S GUIDE

SYMPTOM	CAUSES	REMEDY
Computer gives error message of machine fault or Nonsense display	1) Mains hitch 2) Internal fault on computer	Press reset button. If this fails switch off at mains and switch on again after 10 seconds. If fault still indicated, see dealer
Bad picture or no sound	Not tuned in	Check through tuning again
No colour	1) Not tuned in 2) Colour switch on TV turned off	1) Check through tuning 2) Correct on TV
No picture, light on computer glowing	1) Not tuned in 2) TV not connected to computer 3) TV not switched on at mains	1) Check through tuning 2) Check TV to computer connection 3) Check mains switches
No light on computer	1) Computer not switched on at mains 2) If power supply is not vibrating or warm, could be faulty power supply. Check mains first!	1) Check computer to mains connection 2) See dealer

Note: there is a *heat sink* at the rear left-hand corner of the machine, designed to remove excess heat from the computer. Don't be surprised if this part of the machine gets hot!

NOTES

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Note that this document does not constitute
a description of goods, and that details of the machine
and its performance are subject to change.

FUNCTION 1
FUNCTION 2
FUNCTION 3
FUNCTION 4
FUNCTION 5
FUNCTION 6
CTRL
TAB
SHIFT